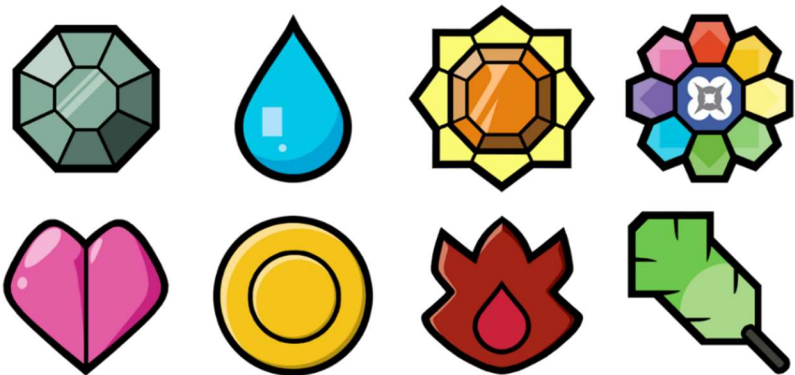


## Trainer:

Long Actions Made	
Sanctioned Battles	
Wins	
Pokémon Caught/Discovered	



### HM/TM Pucks

In a **PokéPucks Adventure**, if you have an eligible **Pokémon puck** and the listed **HM/TM puck** in your **collection**, that **Pokémon puck** is considered to have that **Slammer Ability**.

In a **battle**, if the listed **HM/TM puck** is in your **Power Stack**, and an eligible **Pokémon puck** is your **slammer**, that **Pokémon puck** is considered to have that **Slammer Ability**.

<b>HM01 Cut</b>	Any <b>Pokémon</b> with an <b>Energy Type</b> of Grass
After making all of your <b>attacks</b> on your turn, you may make 1 additional <b>attack</b> . You may only <b>pick up 1 puck</b> from this <b>attack</b> .	

<b>HM02 Fly</b>	
When making a <b>Move long action</b> , you may move to any <b>City Zone</b> .	

<b>HM03 Surf</b>	Any <b>Pokémon</b> with an <b>Energy Type</b> of Water
After you <b>top-off</b> , you may move up to 2 <b>pucks</b> from your <b>Prize Stack</b> to the top of the <b>Arena Stack</b> .	

<b>HM04 Dig</b>	Any <b>Pokémon</b> with an <b>Energy Type</b> of Fighting
When determining the number of <b>attacks</b> to make on your <b>turn</b> , you may choose to reduce that number to 1. If you do, the next time you determine the number of <b>attacks</b> to make on your <b>turn</b> , add 1 to that number.	

# PokéPucks

## Adventure Rulebook

### Kanto Region

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PokéPucks is a game of skill, strategy, and risk. It is *not* gambling, though you do stand to gain and lose pucks. When you play this game, you will choose the pucks that you own that will best help you win, and claim your opponent's pucks for your own, but you opponent will be doing the same. If you cannot bear to lose your favorite pucks, do not play with them.

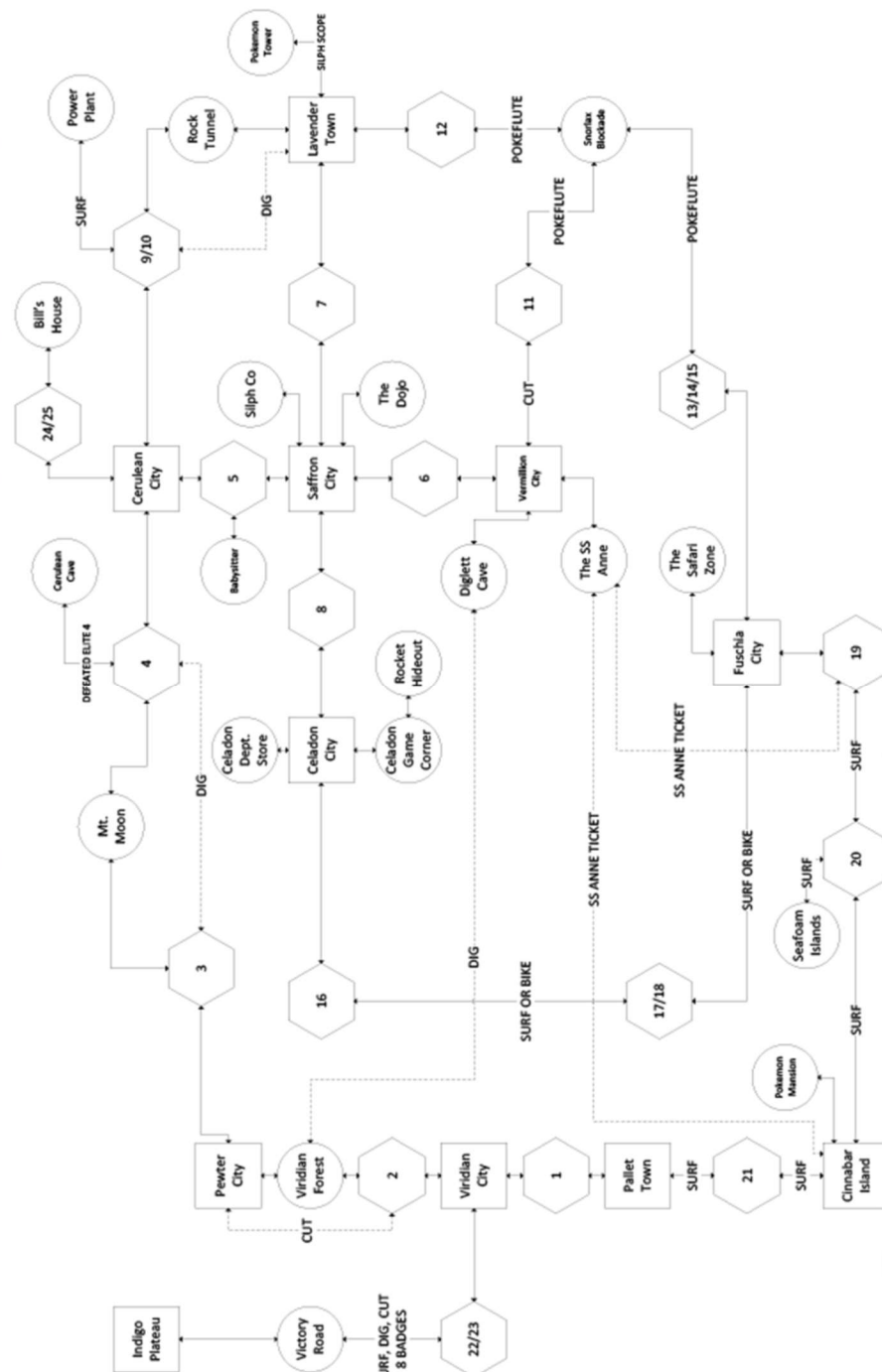
## Terms

In addition to the terms below, refer to the terms in the *PokéPucks Rulebook*.

- **Action Order:** The order in which **players** take (**long**) **actions** on a **competitive day**.
- **Action Order Sequence:** A duration of every **player** taking their (**long**) **actions** in the **action order**.
- **Badges:** A mark of achievement on a **Trainer License** to denote that you won a **Sanctioned Battle** against the **Game Master** while in the associated **city zone**.
- **Buy:** **Pay** the **Game Master** the price of a chosen **Item Puck** in the **Items Chart** to move one of those **pucks** from the **Game Master's collection** to your **collection**.
- **Discover:** The **Game Master** shuffles a **puck** representing the **Pokémon** you are attempting to **discover** and as many **Sandbag pucks** needed to make a **stack** of eight **pucks**. The **Game Master** then moves that **stack** to the **Arena Stack**. You may make one **throw**. If you **flip** the **puck** representing the **Pokémon**, the **Pokémon** is **discovered**.
- **Game:** All **Trainer Licenses**, **players**, and the **map** in a **PokéPucks Adventure**.
- **Game Day:** A number of (**long**) **actions** or **action order sequences** determined by the **Game Master**.
- **Game Master:** The **player** who manages the **game** for the rest of the **players**.
- **Game Master's Collection:** A selection of **pucks** allocated for the purpose of this **game**. These can be from the **Game Master's** personal **collection**, or a **collection** of **pucks** contributed to by the involved **players**.
- **Game Piece:** The object you choose to denote which **zone** your **game piece** is in on the **map**.
- **Gym:** A point of interest in a **zone** that allows **Training Battles** and **Sanctioned Battles** for **badges**.
- **Path:** A connector between two **zones**. Some **paths** require a **Slammer Ability** or **Item puck** to make a **Move action**.
- **Pay:** Move a number of **pucks** from your **collection** to the **Game Master's collection**.
- **Sanctioned Battle:** A **battle** in which the **Game Master** is participating or refereeing.
- **Status:** A record on a **player's Trainer License** that indicates their state in the **game**.
- **Trainer License:** A record that tracks the **player's** name, the date they **player** began playing, the number of (**long**) **actions** and **moves** they've made, the number of **Sanctioned Battles** they have played and won, the number of **Pokémon** they have **discovered** and caught, their **Status**, and the **gym badges** they have earned.
- **Zone:** A **City**, **Location**, or **Route** on the **Zones chart**.

## Starting a Game

- The **players** select one of them to be the **Game Master**.
- Each **player** except the **Game Master** gets a **Trainer License** and a **game piece**.
- Each **player** places their **game piece** in a **zone** on the **map** from a selection of **zones** decided by the **Game Master** (typically any **city zone** except Cinnabar Island and Fuchsia City).



Route	PokéMart Items	Point of Interest	Pokémon / Items
Route 1			Pidgeot
Route 2			
Route 3			
Route 4			
Route 5			Meowth
Route 6			
Route 7			
Route 8			
Route 9/10			Machop
Route 11			
Route 12			Fishing Rod
Route 13/14/15			
Route 16			HM02 Fly
Route 17/18			
Route 19			
Route 20			Lapras
Route 21			
Route 22/23			
Route 24/25			

### PokéMart Items

Item Puck	Price	Item Puck	Price	Item Puck	Price
Berry	1	Bike	10	Energy	1
Focus Energy	2	Full Heal	1	Great Ball	8
Heavy Ball	15	Poké Ball	5	Potion	1
Power Stone	3	Switch	1	Ultra Ball	11

### Item Pucks

Bike
When making a <b>Move long action</b> , if this <b>puck</b> is in your <b>collection</b> , treat that <b>long action</b> as an <b>action</b> instead.

Fishing Rod
If your <b>game piece</b> is in a <b>Zone</b> that has a connecting <b>path</b> that requires Surf, you may make <b>Discover Pokémon</b> and <b>Wild Battle actions</b> as if your <b>game piece</b> is in the <b>Zone</b> that path connects to.

### Ways to Play

- **Indigo League Challenge**
  - Travel to each **city zone** with a **gym** and play a **Sanctioned Battle** against the **Game Master**. Each time you win, the **Game Master** must stamp the appropriate **gym badge** on your **Trainer License**.
  - Once you have 8 **gym badges** stamped, travel to Indigo Plateau and win four consecutive **Sanctioned Battles** against the **Game Master** or a **player** with the **Elite Four Status**.
    - If you win all four **battles**, and there are four **players** in the game with the **Elite Four Status** on their **Trainer License**, the **Elite Four** player with the smallest ratio of wins to **Sanctioned Battles** loses the **Elite Four Status**, and your **Trainer License** gains the **Elite Four Status**.
  - If you have the **Elite Four Status**, win a **Sanctioned Match** against a **player** with the **League Champion Status** (or the **Game Master** if there is none).
    - If you win, the **player** with the **League Champion Status** loses it, and your **Trainer License** gains the **League Champion Status**.
  - **Players** may choose to only play until the first time a **player** gains the **League Champion Status** on their **Trainer License**. That **player** is the winner.
- **Pokédex Completion**
  - Collect one of each non-legendary **Pokémon puck** in the **PokéPucks Rulebook**.
    - If you have a complete "**Living Pokédex**" (one of each different **Pokémon puck** at the same time), your **Trainer License** gains the **Professor Status**.
    - After all **Pokémon** have been **discovered**, the **player** with the most **discovered Pokémon** on their **Trainer License** gains the **Pioneer Status**.
    - Play may choose until a **player** gains either Status. That **player** is the winner.
- **Casual**
  - Hang out with friends and smash some **pucks**.
  - It's just **Pokémon** and it's just **pucks**. This isn't even canon. Every **player** is the winner!

### Gameplay Loop

- The **Game Master** starts a new **Game Day**.
- **Players** decide if this **Game Day** is a **casual day** or **competitive day**.
- If it is a **competitive day**:
  - Each **player** chooses a **puck** from their **collection** to use as their **slammer**.
  - Each **makes** one **throw** at an **Arena Stack** of eight **Sandbag Item pucks**. Do not apply **special effects**. Count the number of **pucks** they **flip**.
  - Order the **players** from most to least number of **pucks** they **flipped**.
    - If there is a tie, each **player** that tied that attempts the **throw** again to break the tie.
  - The order the **players** determined this way is now the **action order**.
- If it is a **casual day**, **players** take **actions** and **long actions** in any order.
- If it is a **competitive day**, **players** take one **action** or **long action** in the **action order**.
  - Once all **players** have taken one **action** or **long action**, repeat the **action order**.
- Repeat until the **Game Master** ends the **Game Day**.
  - A **Game Day** should last until all **players** have taken at least one **long action**, or a day has passed in the real world.



## Actions

To take an **action**, pay one **puck** to the **Game Master**. You may take as many **actions** as you like per **Game Day**.

- **Ante Battle** – Play an **Ante Battle** with other **player(s)** who want to take this **action** as well. If it is a **competitive day**, other **players** who participate in the **Ante Battle** are considered to have taken their **action** in this **action order sequence**.
- **Training Battle** – Play an **Training Battle** with other **player(s)** who also want to take this **action**. If it is a **competitive day**, other **players** who participate in the **Ante Battle** are considered to have taken their **action** in this **action order sequence**. All **players** must be in a **zone** that has a **gym** to participate.
- **Shop at the PokéMart** – If your **game piece** is in a **Zone** that has **Items** in the **Zone Chart**, you may **buy** any number or combination of those **Item Pucks**. All **City Zones** have **Poké Ball pucks**, and **Potion Item pucks**.

## Long Actions

To take a **long action**, pay one **puck** to the **Game Master**. You may take one **long action** per **Game Day**.

- **Sanctioned Battle** – Play an **battle** with other **player(s)** who also want to take this **action**. If it is a **competitive day**, other **players** who participate in the **battle** are considered to have taken their **action** in this **action order sequence**. All **players** must be in the same **Zone** to participate.
- **Wild Battle** – Choose a **Pokémon** that is in the **zone** your **game piece** is in on the **Zones Chart** that has already been **Discovered**. Start a **Wild Battle** against the **Game Master**. The **Game Master** must use the chosen **Pokémon** as their **slammer**. At the end of the game, if your **slammer** is a **Pokéball slammer**, move it to the **Game Master's collection**.
- **Move** – Choose a **path** connected to the **zone** your **game piece** is in. If you meet the requirements for that **path**, move your **game piece** to the **zone** the **path** connects to.
- **Sanctioned Trade** – With the **Game Master** present and with the other **player's** consent, move one **Pokémon puck** from your **collection** to that **player's collection**, and one **Pokémon puck** from that **player's collection** to your **collection**.
- **Discover Pokémon** – Pick a **Pokémon** in the **zone** your **game piece** is in. That **Pokémon** is now considered **discovered**.
- **Search for Item** – Pick an **Item puck** in the **zone** your **game piece** is in or a **Berry Item Puck** and move one of those **pucks** from the **Game Master's collection** to your **collection**.

## Zones Chart

City	PokéMart Items	Point of Interest	Pokémon / Items
Celadon City		Rainbow Badge Gym	
Cerulean City	Bike, Switch	Cascade Badge Gym	
Cinnabar Island	Full Heal, Ultra Ball	Aerodactyl (with Old Amber Item)	
Fuchsia City	Full Heal, Ultra Ball, Focus Energy, Berry	Soul Badge Gym	
Lavender Town	Great Ball, Switch, Focus Energy		PokéFlute Item
Pallet Town	Berry		
Pewter City	Switch, Energy	Boulder Badge Gym	
Saffron City	Switch, Energy, Great Ball	Marsh Badge Gym	
Vermilion City	Switch, Energy, Great Ball, Berry	Thunder Badge Gym	
Viridian City	Berry, Switch, Energy	Earth Badge Gym	
Location	PokéMart Items	Point of Interest	Pokémon / Items
Bill's House			Eevee
Celadon Dept Store	Berry, Energy, Focus Energy, Full Heal, Great Ball, Power Stone, Switch		
Celadon Game Corner			
Cerulean Cave			
Diglett's Cave			
Indigo Plateau			
Mt. Moon			Jigglypuff
Pokémon Mansion			
Pokémon Stadium			
Pokémon Tower			Gastly
Power Plant			
Rock Tunnel			Onix
Safari Zone			Scyther
Seafoam Islands			
Silph Co.			Silph Scope Item
Snorlax Blockade			Snorlax
The Dojo			Focus Sash
Victory Road			
Viridian Forest			Pikachu